1: Linton E-6 (1926-27) 1933 FTS Tanala FTS

777 784 out at the time. The owner of an *ody ory* (charm to promote the growth of rice) has two *fady*: to throw out the burned rice from the bottom of a cooking pot instead of eating it and to arrange the hair while in the rice field. The owner of an *ody tolona* (charm for wrestling) must not eat mashed manioc, which would make the muscles soft. The owner of an *ody omby* (cattle charm) must abstain from boiled taro leaves for the same reason. The charm against scorpions (*ody hala*), the contents of which have already been described, has three *fady* associated with it. The owner must never kill scorpions, pick up live coals or a brand from the fire with his hands, or eat the fruit of the *lofika* vine unless he has peeled it himself with his teeth. *Ody tembote* (for curing illness) have a great variety of *fady* varying with the nature of the complaint.

If the owner of a charm breaks its *fady*, the charm immediately loses all power. He must take white earth and make a spot with it in the middle of his forehead and on either cheek. The power of the charm then returns.

A person usually acquires the benefits of a charm by simply wearing it or keeping it in his house, at the same time observing the *fady*, but there are a few charms which require an inoculation, like that already described for the scorpion charm. When an *ody fôlaka* [755] (a charm for skill in curing fractures) is bought, an incision is made in the heel of the purchaser's right hand and a little of the medicine rubbed in. Part of a charm to make blow-gun arrows deadly also consists in splitting the lip and inserting a little of the medicine. Apparently these were the only charms with inoculation in ancient times, but some forty years ago an Imerina slave who was very expert in bull baiting introduced a charm for that purpose which required it and it is now sometimes used with charms against lightning, *ody tandraka*, in imitation of the Imerina practice.

All charms must be treated with respect and must not be handled more than is necessary. Especial pains are taken to keep them out of the way of children, for if they play with them injuries may result. [754] Charms for working evil, such as killing enemies, etc., are especially dangerous and it is thought unsafe to keep them in the house.

[432] Charms can be sold without ceremony either by their makers or by persons who have themselves bought them. The transfer is complete and there is no danger to the seller. On the other hand, it is dangerous to discard a charm, for this offends it and it may turn its powers against its owner. To prevent this, the owner takes a fungus called *olotafina*, grows it on a stone and puts some of the